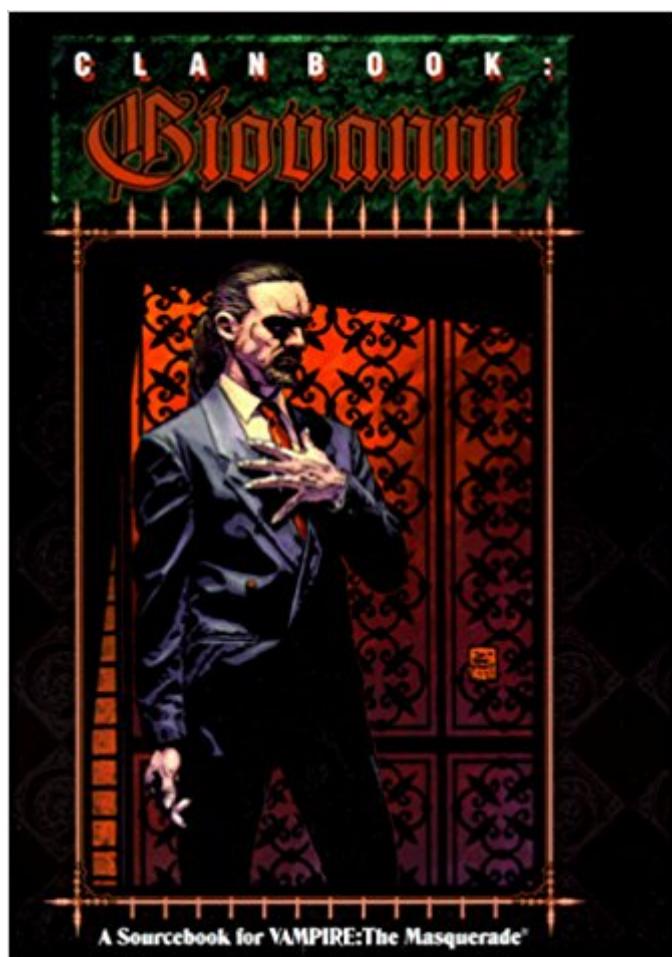


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# \*OP Clanbook Giovanni (Vampire: The Masquerade Clanbooks)



## Synopsis

RPG Book

## Book Information

Series: Vampire: The Masquerade Clanbooks

Paperback: 72 pages

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## Customer Reviews

RPG Book

This installment of the vampire clanbooks is a must have for Old World of Darkness players. It features key information for the Giovanni clan as well as a respectable amount of history to make any campaign deeper, darker, and more depraved. Never mind that it is an excellent read. A fair warning though, it isn't for everybody. The amount of detail put into describing how the family runs its night to night business is rather graphic and a little disturbing at times. If you can get past this and the racism therein, I would suggest adding it to your collection.

It came in perfect condition and it's a fantastic reference for my Giovanni character in my current VtM game.

The best written, and most eloquent, of any in the series. Exceptionally well done for a simple gaming guide.

The revised version of Clanbok: Giovanni is truly impressive. It's very well written and the graphic part is also good. It contains a in-depth history of the Clan (since the Roman Empire, when their name wasn't Giovanni yet) like the previous version, and much information on the modern affairs. The lesser families (like the Dunsirn and the Pisanob) are explained with much more detail than it was in the previous version of this book. There's also more and new information on the Endless Night, and be prepared: it's shocking news! It features much more interesting character templates (not just the generic "necromancer-business men" like before), including a Dunsirn and a Pisanob. The only thing that's missing is any follower from the Path (of Enlightenment) of Bones, however. There are however revised rules for using Necromancy in the times of the Maelstrom, as well as new Necromancy Rituals, Pisanob Necromancy Rituals and mechanics, and a new Path for Ghilberti Necromancers. It also features rules for using Wraiths and Spectres without the need for Wraith: The Oblivion, a new Background and really interesting Merits and Flaws. All the rules also described in the MET system. The previous book was a blast, and this one it much, MUCH better. A must buy, whether you're a Giovanni player or not. It's successful in its task to provide in-depth and accurate information as well as picture how inhuman, dark and complex the Giovanni are.

This is either a book you'll love or hate, and I LOVED it! I noticed that a few other reviewers rated this source poorly due to the "graphic content". Well that's what the Giovanni are all about, pure unadulterated EVIL. This book contains little mini-stories, just like any other White Wolf book, and just like in all their other books the stories are related to the info and statistics contained within, and as previously stated the Giovanni are PURE EVIL, so of course the stories aren't pretty. Besides, doesn't it say "Games for mature minds" on all White Wolf books? Of course this isn't a book you'd want a little kid to read (or even a your teenager for that matter) but the game in general is not intended for young audiences. Bottom line is, if you're a storyteller that wants to include Giovanni in your campaign, or justs want more backgroud info about the World of Darkness, then this book is for you. If you want to play a Giovanni, then most diffinetly READ THIS BOOK, you've gotta realize what kind of clan you're going to be involved with, and how challenging of a roleplaying experience it will be. However if there are young role players in your group or your house hold, then for the love of god put it someplace safe, so that you can use it for a reference, but they won't be able to browse through it (I find it had to think of many things that could warp a young child more than a story about the making of a snuff film). Or...if you're just squemish or easily offended, perhaps a copy of the Salubri handbook would be a better choice for you ;)

Justin Achilli obviously impressed a number of people with his writing as he was responsible for the development of Vampire: The Masquerade (3rd Edition). One of those he impressed is me. Clanbook: Giovanni is one of the better Clanbooks I have read, partly because of the information but mainly because of the insider's view that it portrays. Even though it has very few rules/systems updates for Necromancy and other such sought after items (now contained in Vampire: The Masquerade 3rd Edition) it contains enough story and roleplaying background to 'flesh out' the Giovanni Clan. Another suggested series of White Wolf books if interested in the Giovanni would be the Giovanni Chronicles, "The Last Supper", "Blood and Fire" and "The Sun Has Set".

Along with Nosferatu, this one is the best of the 13 original clanbooks.

This is the last of White Wolf's clanbooks for the Vampire game -- and thank heavens, because the quality has gone steadily downhill. Though this is a definite improvement over the Clanbook: Tzimisce, it's still far too vulgar and disgusting to bring into a family household. I hope that, with the release of the new edition of the game, the darkness and brooding mood will remain, but the vulgarity will be done away with.

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